

Claims

What is claimed is:

1. An amusement device comprising:

a body;

features carried by the body;

means for powering the device and at least some of the features, said means for powering carried by the body;

means for keying, said means for keying discrete from the device, and means for receiving the means for keying, said means for receiving carried by the body; and

a microprocessor operably coupled to the means for powering and means for receiving.

2. A transforming interactive amusement device comprising:

(a) a body;

(b) at least two transport elements moveably connected to the body;

(c) at least two arms moveably connected to the body;

(d) a motor associated with the body, the motor operably coupled to the at least two transport elements;

(e) a microprocessor operably coupled to the motor, the microprocessor being adapted to command the motor to perform an action;

(f) a key receiving device associated with the body, the key receiving device adapted to receive a keying device which enables data to reach a microprocessor, wherein the data enables a function of the device;

(g) a wireless receiver associated with the body, the wireless receiver adapted to receive a wireless communication and transmit the wireless communication to the microprocessor;

(h) a unit wireless transmitter associated with the body, the unit wireless transmitter operably coupled with the microprocessor and capable of wireless communication with a second interactive amusement device; and

(i) a remote wireless transmitter operably coupled by wireless communication with the wireless receiver; wherein

(j) the device transforms into at least two different forms.

3. A game method using a number of information carrying cards, wherein the game comprises the steps of:

building a "battle" deck comprising a number of the information carrying cards, wherein the information carrying cards carry game and control information;

distributing the cards to players; and

players using the game information against each other to try to achieve victory over other players.

4. The game according to claim 3, wherein the control information carried by the information carrying cards may be used to actuate amusement devices.

5. The game according to claim 3, wherein the control information is actuated by a keying device coupleable with the amusement device.

6. The game according to claim 4, wherein the amusement devices act according to the control information carried on a card.

7. The game according to claim 6, wherein the amusement devices also act in association with the games being played with the information carrying cards cards.

8. The game according to claim 4, wherein the information carrying cards are collectable.

9. An interactive amusement system capable of a functions and comprising:

(a) a body;

(b) a motor associated with the body;

(c) a microprocessor operably coupled to the motor, the microprocessor being adapted to command the motor to perform an action;

(d) a wireless receiver associated with the body, the wireless receiver adapted to receive a wireless communication and transmit the wireless communication to the microprocessor;

(e) a unit wireless transmitter associated with the body, the unit wireless transmitter operably coupled with the microprocessor and capable of wireless communication with a second interactive amusement device;

(f) a remote wireless transmitter operably coupled by wireless communication with the wireless receiver;

(g) a key receiving device associated with the body, the key receiving device adapted to actuate the microprocessor when a keying device is inserted into the key receiving device.

10. The interactive amusement device of claim 9 wherein a function of the amusement device is a speed of travel of the amusement device.

11. The interactive amusement device of claim 9 wherein a function of the amusement device is an armor setting.

12. The interactive amusement device of claim 9 where a function of the amusement device is a weapons setting.

13. The interactive amusement device of claim 9, wherein the keying device is a flag having a base, wherein the base is configured to be received in an engagement slot on the body.

14. The interactive amusement device of claim 13, wherein the base and engagement slot each have a mating shape so as to prevent a second flag having a different function from being received in the engagement slot.

15. The interactive amusement device of claim 9, wherein the keying device is an attachment having a peg, wherein the peg is configured to be received in an engagement slot on the body.

16. The interactive amusement device of claim 15, wherein the peg and the engagement slot each have a mating shape so as to prevent an attachment having a different function from being received in the engagement slot.

17. The interactive amusement device of claim 9 further comprising:

a data card reader; and

a data card discrete from the body and readable by the data card reader to modify the function of the microprocessor.

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